

A MONTHLY FANZINE FOR NEW VIDEO GAMERS

# CONSOLE

## MA'ZINE

JANUARY 1990 - ISSUE 9 - 60p

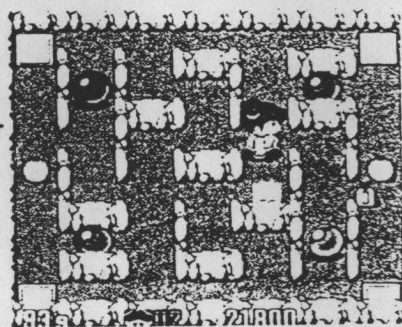
NEW BUMPER ISSUE  
FOR THE START OF  
1990!

\* NEC PC ENGINE \*  
SEGA MEGADRIIVE  
PLUS OTHER  
CONSOLE NEWS.

\* NEW \* \*  
CONSOLES \*  
\* FOR THE \* \*  
1990s \*

SUPER GRAFX  
REVIEWED!

ATARI'S LYNX  
REVIEWED!



↑ HUDSON'S BE BALL ↑



↑ SEGA'S SUPER REAL BASKETBALL ↑



## EDITORIAL

Hiya Console Users,

As you can see, we've change the name of our Fanzine to 'Console Ma'zine', as more information are available for other consoles... especially with the rise of popularity of the Sega Mega Drive, and newer consoles becoming available.

It's extremely surprising, but it seems everyone is jumping on the console band-wagon. Not only do we have Nintendo, Sega and NEC on the main-line, Atari has stepped in with their hand-held Lynx, Commodore is expected to release a CD-rom console, and there's still the long awaited Konix system, not to mention Nintendo's 16-bit machine, & NEC's hand-held to come. Where games consoles were not worth it a few years ago, as you could buy a computer for the same price, they are now on a come back and most are more advanced than their computer counterparts. If anyone saw the Q.E.D. program a couple of weeks ago, about computer addiction, most children seem to get a computer only to play games on, so it seems consoles are a better deal as games are much more playable. By the way, are any of you that addicted to games?

Well, as this is the first 'proper' 1990 issue, we wish you a great forth-coming year.

..... Onn.

## CREDITS

Editor/Art Editor -

Onn Lee

Staff Writers/Reviewers -

Darren Pottage, Justin Saunders

Games &amp; News Suppliers -

Tsuyoshi Yamashiki (Japan), PC Engine Supplies, Andy of AJ Computers, Supervision Electronics, ... plus various magazines.... (C) Monthly PC Engine, (C) Marukatsu PC Engine, (C) PC Engine Fan, (C) New Computer Express.....

Photocopying -

Cranwells Stationary (Nottingham)

AND YOU !!!

To subscribe to P.E.F. - each issue will cost 90p - this will cover cost of the Fanzine, envelope and first class stamp. As soon as the latest issue is finished, it will be sent to you faster than the InterCity 125. You can send any amount of money - £1.80 for the next two issues, or £4.50 for the next five... and so on.

If you want to get each issue as they become available, you can still send a large S.A.E. plus 60p for the fanzine.

Please make all cheques/P.O.'s payable to 'Onn Lee'.

To contact P.E.F. send letters, etc. to :

Onn Lee (PEF)  
125 Arnold Road  
Bestwood Estate  
Nottingham  
NG5 5HR



MEGADRIVE MODEM



FLOPPY DISK DRIVE



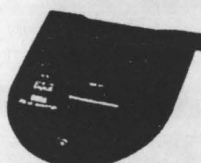
KEYBOARD



JOYSTICK



GRAPH-PAD

8-BIT  
CONVERTER

## MORE HARDWARE THAN DO IT ALL

NEC are to launch a hand-held version of the PC Engine in the near future. The unit was first shown at the January Consumer Electronics Show in America. As yet, we don't know of a Japanese version, but we hope they will produce one. Why? The hand-held will be able to use normal Engine HuCards... or as it's an American hand-held, TurboGrafx-16 cards!

The unit will have the same spec. as the engine, with similar look to the Atari's Lynx, with a 3-inch LCD colour display, 8 machine comms link, and loud speaker. It also has the same drawback as the Lynx with a short battery life of about 3 hours... but NEC are hoping to cure this problem. The machine is expected to be available in June at around \$199. With similarities to the Lynx, it's no surprise that the machine was developed by two ex-employees of Epyx (who produced the Lynx).

It is hoped that, NEC will offer a tiny television tuner for the console, so it can be used as a portable TV at an extra \$50, but no luck for us with a different TV system. It's also possible that, the unit will include a video output to link it to a TV set!

Atari and Commodore have always been rivals, so it's no surprise that, Commodore is secretly producing a games machine of their own dubbed the 'AC-DC' (Amiga Compact Disc Console). The machine is based on the Amiga, and games will come on CD-Roms. The machine is expected to use remote control joypads (available now on the Nintendo), and because of the CD-rom technology, price of the machine could be considerably high, at around £500. Commodore are being tight-lipped on the project, so more news of the console, if and when we get them.

The PC Engine has a large collection of hardware add-ons including Back-up Ram units, CD-Rom, Amplifier, plotter, etc..., but the MegaDrive will soon catch up as a line of new add-ons are in the pipeline for it. Already available is the 8-bit converter add-on that plonks onto your MD and lets you play all those 'wonderful' 8-bit games, but soon to be available will be the Modem. This device plugs into the back of the MD through the 'Exp' D socket and will let you hook it up to your phone so that you can play with another MD user. A few games will soon be available for the modem including Baseball and everyone's favorite 'Mah Jong'. Then there's a keyboard, and a F.D.D. unit, which I assume stands for Floppy Disk Drive. Like the PC Engine, a graphics tablet will be available, looking just like the engine version, but in the usual MD black. This certainly means that, an art package of some sort will be available too, unless they intend to use it as a game controller(?). Sega have also produced their own MD joystick. As for the CD-Rom.... we still haven't seen any pictures of it in any form, so it's unlikely to appear this first half of the year. Although, rumours are they are thinking of dropping the product, probably because of the drop in sales of the engine CD-Rom.

Talking of the MD modem.... news are that, Megadrives will be used as a home terminal for customers of Tokyo's Hyogo Bank. They will be able to check balances, make remittances, and obtain bank data such as fund transfers. With modem attached, it'll be linked to a network (called Mega Answer System), and everything is done by simple multiple choice windows. One thing is, without a keyboard, I suppose they won't be able to hack in the system to alter their accounts etc... or can they?!



## PC ENGINE

The long awaited DARIUS on CD-Rom will be released at the end of January, so expect a full review of the game in the next issue of C.M. Darius looks incredibly awesome and will surely be the Ultimate shoot'em up on any machine when it is released because of it's amazing graphics, sound, 28 levels and should be just as playable. But what of the HuCard version? Because of the hugh size of the game, NEC Avenue will be releasing it on a whooping 6meg Card... the first on the engine! This will mean it will cost a bit more than normal, probably around £38 in Japan, and certainly more over here!

Got an engine? Got a CD-Rom? Fed up with Megadrive owners saying what a great game Golden Axe is on their machine? Well, you can give three cheers to Telenet, as they are going to release Sega's D 'n' D beat'em up for the engine on CD-Rom. The most surprising thing is, the game is expected to be released on 24th Feb !! Strange, there haven't been any hint of Telenet converting Axe to the engine. Most MD owners I know who have got Axe, tells me it's too easy... hopefully the engine version is more tougher... for one thing, sound should be a vast improvement.

Got an Super Grafx? You lucky sod!! Want to know when Avenue will release Ghouls 'n' Ghosts? Well... unfortunately, not until March... but the 8meg game should be worth waiting for as it looks very close to the coin-op.

Telenet Japan are also going to release two other games on CD-Rom in March. The first is Final Zone II - a futuristic combat shoot'em up. The game has different stages with stage 1 and 2 resembling Red Alert/Rambo 3 as you control an armoured person going around blowing everything up in sight. On stage 3, you control a helicopter that flies up-screen over a city and sea ports resembling Ultimate Tiger. The other game is a RPG called Death Bringer (sub.titled : The Knight of Darkness). This looks superb with 3D Dungeon Master type screens, Dungeon Explorer type action and lots of great pictures as you would expect from Telenet. Like Dungeon Master, you also control more than one character all with different abilities. You can buy different weapons or pick 'em up as you go along, cast spells, attack or defend, enter Taverns for a drink and so on. The game has already been available on the Sharp X68000 machine... but unfortunately, it looks like it's all in Japanese.

Victor Musical Ind. are more famous for their music records in Japan than their video games (rather like Virgin are), so it's no surprise they are going to release a number of musical Cds that, when played on the Engine will put up graphic pictures and text on the screen aswell. All the songs and text will be in Japanese of course. Maybe we'll get one of these when they are available one day. They are also producing a CD with lots of pictures of dinosaurs.... all drawn exceptionally well. Maybe it's an educational disc, whatever it is, it's available in March. Victor are also to release a sequel to Legendary Axe. The game looks more beefier with your hero looking more muscular and grasping a sword. The enemies are also more nastier with sword wielding skeletons (like Golden Axe), Creepy Ghouls, and so on. No releases date on this, nor size of game, however, it will be on HuCard. Other games from Victor on Card will include Tiger Road - out in Feb., and in March - a side-view Robot shoot'em Up and the Casino game.

Hudson soft have still got a large line up of games to come, but will be producing a sequel to the original Mah Jong puzzle game - Shanghai.... called 'Shanghai II'. I haven't a clue what, if any, new features are included, but should be more of the same of matching Mah Jong bricks.

The cutest game to appear on the engine 'Be Ball' from Hudson on 2meg Card will be out on 30th March. The game is looking especially good with big colourful detailed graphics. With simple gameplay of kicking giant coloured marbles on to their correct coloured mats, it should be very playable and addictive... infact, very much like Sokoban! There's also a mini-football game built in too, where you can play against a friend should you have a multi-tap and extra pad.

Talking of ball games, Naxat soft will be releasing Dodge Ball in March. The game has already been available on the Famicom for a while now. As the title suggests, the object of the game is to dodge the ball thrown at you by the opposition and vice versa. The game is played on a court (the surface differs depending on what country you are at) with four players on each team. Each player has a set amount of energy, and if hit by the ball, that is reduced. If all energy is lose, then your man dies, turns into an angel and floats up into the heavens. The object of course, is to eliminate the opposition's entire team before they get you. Game will be out on 2meg Card.

For a real Footie game, you'll have to

wait until April for Human's 2meg 'Formation Soccer' (sub. title: Human Cup '90). The game have two modes - Exhibition & Human Cup. In Exhibition, you play single matches, and Human Cup, play against other countries to win the Championship. The game can be played by 1, 2, 3 or 4 players at the same time!! These options are the same as those in their previous game Fire Pro Wrestling. The screen shots of the game looks brilliant with smaller (but more detailed) characters than MD Soccer, so you have more view around you. You can also select team Formations - 4-3-3, 4-4-2, etc.... and even auto or manual goal keeping! Nothing seems to be forgotten, with corner kicks, and throw-ins.... all with different expressions on the character's faces.

Naxat's extremely rude game Paranoia featuring the alien that sticks his middle finger up and picks his nose, will be out on the 1st March on 2meg Card. The game looks real wierd, with strange screen layouts, that looks very confusing. Pinball fans will have to wait until April for Alien Crush II which looks brilliant.. I can't wait!!

Not to be left out, Sokoban World from Media Rings Corp. will be out in March on 2meg Card. A nice touch to the game is that, it contains passwords and a construction kit, so you can design your own puzzles, which is a challenge in itself! Games are played in different countries including China, Japan, South Pole, Egypt & America. In the South Pole, the surface is made of ice, so it's very slippery.

Data East Corp. will be releasing a wierd looking game on 2meg Card called Drop Rock in March again. It is described as a platform game, but I haven't a clue what you have to do. As far as I can gather, you play a ball-like object at the bottom of the screen, with lots of Rocks, fruit, Diamonds, etc. moving down the screen. Extras can be collected, and you seem to be able to move up the screen.... or bounce up? Anyway, there's also a RPG built in, and it's in english.

No release dates as yet of System V's two arcade conversions of Super Volley ball - which looks real awesome, and Special Rabio Lepus, the horizontal shoot'em up game where you control rabbits with boxing gloves.

There's also no word of the most wanted games - Outrun, Power Drift, Splatter House, Rainbow Islands, and so on.



## ENGINE

The Turbo Grafx-16 is doing quite well in the US, and Cinemaware have announced that, they will be releasing three CD-Rom titles for the machine... two of them already available for the Amiga. The games are TV Sports Football and Basketball, and It came from the Desert. TV Sports Football is certainly the best American Football game ever produced and should be well worth seeing on the Engine. Also, one of the main problems with Cinemaware games are loading times - with it been on CD, this should be cut to a minimum especially good for It came from the Desert, which seems to be constantly loading on the Amiga. Desert for the engine is expected to be slightly different from the Amiga version, using real video footage running for a few seconds with computer generated graphics. One reason why Cinemaware are taking an interest to the Engine could be because NEC have taken a minority share in the company. Why couldn't NEC buy some shares in a British company... that way, they might launch the engine officially over here?

Last Armageddon - the giant CD-Rom RPG that's also on the FM-Towns will be available for the engine around March. The game has some of the most impressive graphic screens I've seen, although the actual action bit is not too impressive... but then again, it is a RPG.

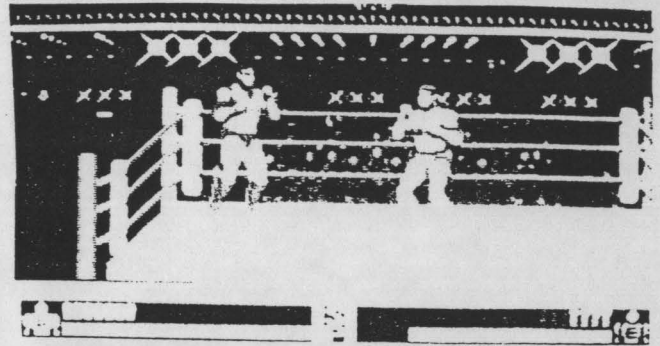
A few years ago, Irem produced R-Type and it became some thing of a cute game. Hudson soft converted the game to the Engine, and that's when engine sales rocketted. It was the best game on the machine, until Hudson released GunHed and blew R-Type away. Irem isn't taking this standing, and will be releasing their challenge to the top on 4meg HuCard - Image Fighter. The game has the most stunning graphics seen on the engine, together with the most awesome adversaries and weaponry. There's a giant turtle-like creature that fires curved lasers a quarter of the size of the screen in diameter! and you can expect lots of bolt-on weapons and non-stop action from the shoot'em up experts. Coming in Feb. '90.

By the way, it seems that NEC are dropping the PC Engine in Japan.... with no advertising in any PC Engine magazines for it, however they are pumping the 3 newer machines the Core, Shuttle and Super Graphics.... with the Core taking up the main part. They maybe dropping the Engine for the Core instead.

THE NEW MEGA-DRIVE  
(GENESIS) JOYSTICK  
COMING SOON. COOL OR  
WHAT, MAN?

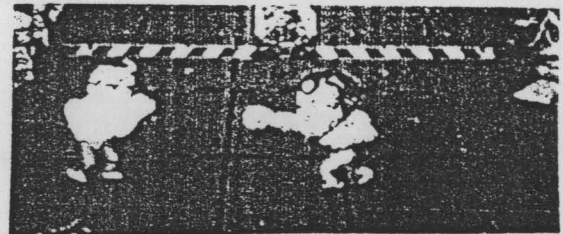


これがメガドライブ  
ジョイスティック



ARM 040/040 LEG 040/040  
BDY 040/040 SPD 040/040

HUDSON'S WRESTLING GAME



MEGADRIVE KAGEKI



HUMAN'S SOCCER GAME



## MEGA DRIVE

Namco has been quite successful for producing games for the Nintendo and PC Engine during the past few years, but are beginning to turn to the Mega Drive as well. Soon, they will release a vertical shoot'em up called 'Silver River Tale' (or atleast that's my mum's translation of it). Anyhow, the game looks rather like their other successful up screen blast, Dragon Spirit, but instead of controlling a dragon, you take on an armoured kid on a white winged horse. Yet again, your girl has been taken far away by an evil ghou, and you have to make your way across several stages packed with devil angels, demons, lizards and the usual nasties. And no game is without weapons and 'S.R.T.' has some rather awesome ones. No release dates or size of game but expected soon.

Two games that should be available real soon from Taito & Treco, will be coin-op conversions of The New Zealand Story and UPL's Atomic Robo Kid. Both games look exceptional and screen shots of them are as good as the coin-op versions. Both will be out in February.

Coming real soon for your Mega Drive will be Sokoban from NCS. The game's a puzzle brain teaser, and involves pushing crates around a maze onto spots dotted around. The game has hundreds of rooms, so will keep your mind boggled for a long time... out on 30th January. Incidentally, the story goes that, you have to place all the crates in the right place before you can leave work to meet your girl!

April will see the launch of Afterburner II for the MegaDrive. Current pictures of the game doesn't look too impressive, and look almost 8-bit.... hopefully it will be improved by then.

Already out on the PC Engine, Heavy Unit will be available soon in 16-bit format. Current screen-shots of the MD version looks brilliant and should be a lot closer to the coin-op. Unfortunately, no release dates as yet.

The beat'em up mentioned last issue which I think is called Kageki (see old C+VG May '88, arcade section) will be available some time in April. Kageki's a street fighting game... that Clint Eastwood or Charles Bronson would feels at home with. You fight the best of three matches against increasing ly mean and devious fighters. You start with oppositions that stick to the Queensbury rules to fighters with hidden weaponry. Graphics look similar to the coin-op with big headed cartoon-like characters... looks good.

March will be worth waiting for, as a mega 3D simulator / shoot'em up will be launched similar to that of Battle Ace on the S.G..... called Air Diver. You take control of a F119D Stealth fighter in a multi-level shoot'em up. Like Battle Ace, you sit in the cock-pit of your plane with the instruments and HUD in front of you. At your disposal are the usual cannons and air-to-air missiles. The usual squillions of enemy planes must be shot down and a mega Boss to take out. Not only that, you'll have to watch your fuel level too! Looks real awesome!! Watch out for it!!

Basketball fans should go to their regular supplier and order your copy of Sega's Super Real Basketball now, expected in February. The game has some of the most spectacular graphics I've seen and look almost as good as Cinema-ware's forth coming basketball game. The game is similar to the engine version of USA Basketball where you pick a team from 8 in the US from Seattle to New York and play against each other to win the tournament. There's also close ups as you get to the basket, including behind the thrower's view in penalties, and looking down the basket if the ball rolls around the ring! Looks mean and not to be missed!



All none of you with a modem will be able to lay your hands on Sunsoft's Tel Tel Stadium in March. The game's a Baseball game and looks very impressive with 24 teams to select from. It unfortunately looks fairly complex with quite a few windows of Japanese text options.

Fed up with the standard game controller pad available for your Mega Drive? Or don't like the joyboard that's currently available - namely the XE-1sg, then you can look forward to the new Sega Joystick to be out in April (see pic). The joy. was shown as the last CES show.... and I can't wait for it. What about the F.D.D.? This unit is still in development, but the unit will store 1 megabyte of information on High-density Double sided disks. Note that, it's 1 megaBYTE, which is equivalent to 8megaBITS as used in Sega carts. So they could fit 4 copies of Rambo 3's onto the Disk (Rambo 3 is only 2megs) or 2 copies of Ghouls 'n' Ghosts.

Sega are also to produce a multi-user RPG so that MD modem owners can log on and play against one another like MUD etc.. Been highly original, it will be called the Sega Net game!!

March the 16th will be the launch of another NCS game (ruddy busy lot!) called Assault Suits Leynos'... ermm... it's another RPG. The game's based in outer space, and you play the part of a bloke in a side-view shoot'em up plus some strategy thrown in and some Japanese text at the bottom. Looks a well smart game as your bloke can kit himself up with some mean weaponry including a high powered laser and jet-pack.

The real problem with both Engine and Megadrive is that, there aren't any really good driving games for the machines, but MD owners are in for a treat. Monaco Grand Prix is expected to be released in May by Sega. If you haven't seen the coin-op, it puts you in the hot seat of a formula one racing car, and has some of the most impressive graphics around.

Come even sooner in March, will be the dual play Rastan Saga game... erm.. I can't remember the name... if you do let me know.

Batman however won't see the light of day on the Megadrive until after August... so may even be released when Batman 2 the Movie, hits the cinemas. The game has already been released on the famicom just before Christmas.

The Megadrive have had a quiet month with hardly a new game released, but all is to change soon as a large list of games will be available. When exactly they are to be released is another matter, but they include:

(Company in brackets)  
Zoom, Air Diver (Azmec), Fiery Violence (KHB), N.Z.Story (Taito), Felios (Namco), Super Fantasy Zone (Sun), Omega Fighter (Telco), Raynos (Messial), Basketball (Sega), Sorcerian <this is a RPG>, Super Stealth, Moon Dancer, Outrun 3D, Galaxy Force, PowerDrift, Turbo Outrun, Monster Lair, Game Ground, Last Survivor and Dynamix Dux.

The most surprising game from the list is Outrun 3D. Will this mean Sega will produce a pair of 3D glasses for the MD like they have done on the master system? Or maybe the 8-bit glasses will be used?

Would you believe, there's even an education program to help learn English for the Japanese?! Neat eh? We could certainly do with a program to teach use Japanese!

by the way, how does Sega describe their Megadrive?

AV Intelligent Terminal / High Grade Multi purpose use / Ergonomics designed control pad / MC68000 and Z80A Dual CPU System !?

## NEC PC ENGINE SUPER GRAFX

**Special Thanks To PC Engine Supplies For Lending This Incredible Machine For Review!**

Well, what can I tell you about this mega machine that you don't already know? The new PC Engine II Super Grafx is twice as large as the standard engine, and is surprisingly light.... In fact, it seems a lot lighter than the Atari Lynx (with batteries in!). The machine is in dark grey (this seems to be the 'in' colour these days), with a bland blue Super Grafx logo, and usual Green on/off, card lock switch. The unit feels very plastic (the soft type) and doesn't have that 'powerful mechanical' look NEC wanted in my opinion. The console has the usual sockets of power, 69-pin expansion bus and single controller socket. Gone is the RF output, and in it's place, a 5-pin Din socket for stereo audio and video (video out is still black and white unfortunately using european monitors etc.). Next to the controller pad socket is the extra 'S-port', where the power Console and other future add-ons are plugged into. The 69-pin bus is the same as the engine's so plugging in engine add-ons will work perfectly well... unfortunately ofcourse, the SG is too large to fit into the CD-Rom Interface, but I suppose if you can make a lead to connect all 69-pin, it should work with the CD-Rom without any trouble. As you know, the main improvements of the SG is in the graphics department with the ability to display twice as much colours and sprites on

screen plus an extra screen for parallax scrolling or to emulate a giant sprite. Standard engine games will run the same, although flickering will be reduced.

The main difference is the card slot, which is now at the back and slots in at an angle facing inwards. This is rather

awkward at first and some getting use to. Without trying any software, the SG is a wierd looking machine. Not only does it has strange bumps, circles, etc.. looking like a real engine, but so that the machine can use most engine add-ons, the expansion bus sticks out a mile. If you are going to get an SG, make sure you got a lot a table space, although it's not all that bigger than the megadrive. Then again, if you have a MD, you can throw that out of the window and use that space! On the software side, only Hudson's Battle Ace is available (see review later) at the moment. In this respect, the SG is not really worth buying yet if you already own an engine.... especially if you have a CD-Rom..... unless you are loaded with cash and/or desperate for a superfast 3D space shoot'em up. But with the impressive spec. under it's bonnet, future games for this machine should be extremely high quality, and easily giving the Megadrive a run for it's money. Soon to be released will be Ghouls 'n' Ghosts which looks very close to the coin-op, a lot better than the Megadrive.

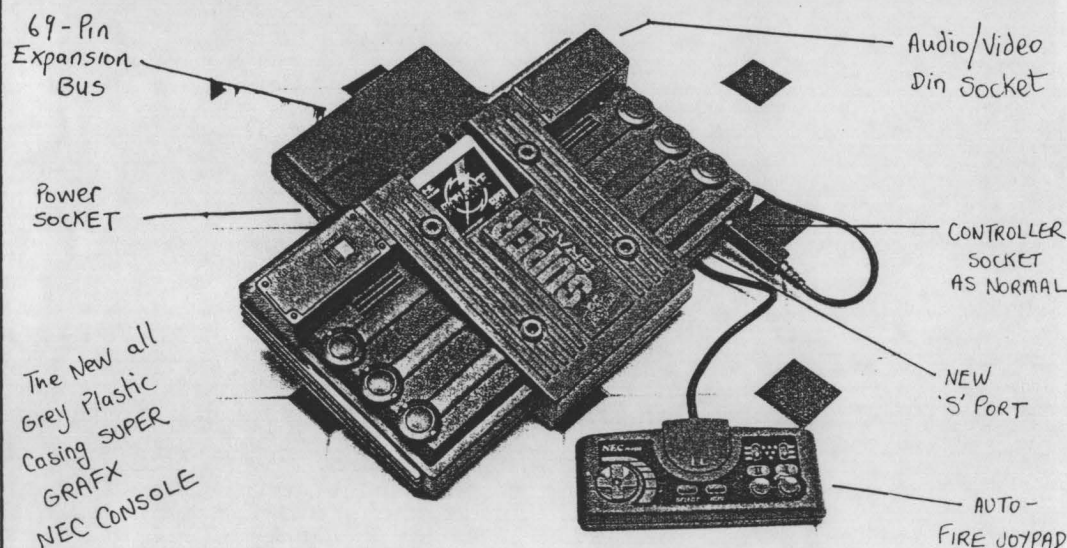
## Battle Ace for Super Grafx

By Hudson Soft / Supplied by PC Engine Supplies / 4meg 1m-Card

Battle Ace is a first person's perspective space simulator/shoot 'em up - a sort of Lock-on/Star Wars type game. You have to visit each planet, fly through all the hazards and dangers, destroy or dodge the enemy space crafts, reach the end of stage to confront the Boss Battle Craft and blow it up. Then it's off to the next planet. You start with your craft docked, and suddenly shoot off out into enemy territory. Your instrument panels contain lots of flashing lights, but the only real thing that's important is your radar which shows in coming enemies from ahead or behind. Your ship is equipped with unlimited cannon fire and homing missiles, so you don't need to worry about letting rip of everything (I'm talking about the weapons ofcourse... although that could be a deterrent too!)

Your HUD has a crosshair at the center where your cannon fire is aimed and vertical and horizontal lines for targetting your homing missiles. When the lines 'line' up with the enemy, a cross will appear on the enemy - in red if they are locked on, and yellow when they are targetted. If red, hitting the missile buttons will launch them and you'll see them speed forward and Kaboom!! Because, missiles are unlimited, you can slap on autofire, so you don't need to worry about them, missiles will be launched as soon as they are locked. The enemies come in thick and fast in different formations firing missiles at you, so some quick manoeuvres are needed to avoid them. A nice touch is that, you can also roll your craft 360 degrees which prevent missiles locking onto you. On stage one, you fly above the clouds with tons of space craft whirling all over the place. Getting through 3/4 of the

way and lighting spring up from the clouds which you have to dodge or get fried. Reach the end and the nd of stage battle craft looms up. It throws out deflector shields around itself and bounces laser bolts towards you. Destroy all of the shields with your cannon and you can go for the main ship to blow it up. Later levels gets real tough, as you fly over the sea where you have to dodge ice boulders, fly through a spinning crystal



tunnel, weave through an asteroid belt, skim the surface of a volcanic planet which spurts out lava and even fly between rows of pilons lit-up with lasers rather like Star Wars. Battle Ace is one hell of a shoot'em up and certainly has the fastest 3D graphic effects seen on any console. Even with slow-motion, the game runs at quite a reasonable rate!! The game runs extremely smoothly and not a single flicker is seen. All the graphics are very detailed and colourful (even in close-up) and animate well. Sound effects are very good and fit well with the game, and backing music is excellent as good as any heard on the engine, but there aren't many tunes.

Ace plays very well and is very tough. I have to admit I didn't get very far. So, in my opinion, it will take some doing to complete it. As the first SG only game, Battle Ace comes up trumps, but not a game that will impress most engine owners to upgrade their machine for. Overall, Ace is extremely impressive if you can afford to get a SG, and highly playable... although very difficult. If you have a SG, then it's a must, but if you haven't then it's a game you can live without.. but only just!

Graphics	- 95%	Sound	- 85%	Playability	- 93%
V.F.M.	- 92%	Overall	- 93%		



## VOLFIELD

by Taito/3meg  
Reviewed by Onn Lee

Volfield is Taito's answer to Qix, but with a few extras thrown in. The gameplay is very simple - all you have to do is fill in 75% or more of the playfield (Volfield) thus destroying the Big Boss creature within without getting killed by the meanies. The Volfield is first 'empty' and contains a Boss creature which moves around the screen. As well as the Boss, several smaller creatures bounce around the screen too.... these are your main hazards in the game. You start at the bottom of the screen and can move along the line. To fill in part of the screen, push button II and move into the screen. Your ship will leave a trail behind. By connecting to another line (NOT with your current trail line, or you will lose a life), the enclosed area that the boss is not in, will be filled. Your ship can only travel along lines inside of the Volfield area (marked in Green). For example, imagine a circle in the middle of the Volfield with lines branching out from it to the outside. Your ship can only run along the circle and not along the lines or outer border. When on a line, your ship produces a forcefield, so that none of the creatures can harm you, but when producing a trail, the forcefield is lost, and should either creatures touch you or your trail before completing a filled section, another life is lost. Boss creatures also fires rockets, bullets, etc.... and these are rather deadly too!! Another thing - Should you start a line, but stop for a few seconds without completing, a spark will form from your start line position. The spark will then run along your line, and should it touch you... R.I.P. ... so don't hang around.

However, on most stages, circular pods are dotted around the field. By enclosing a pod, the pod will turn to an icon. A 'L' will give you a Laser with a set number of shots. With this weapon, you can shoot the smaller creatures making things a lot easier. 'S' will speed your ship up, 'T' will give you a Timer, which freezes all the creatures including the Boss for a few seconds - letting you fill around the Boss, but make sure you don't touch any of the creatures. 'P' will give you extra points, 'C' will destroy (Crush) all the small creatures, '1up' - extra ship, and a Star(Special) will give you a Mega Laser that will let you Blast the Boss... so completing the stage... you also get a special bonus. Some pods will give you nothing though. Some pods pulsate, and enclosing them when they disappear and you won't get anything!

Although there isn't a time limit, taking too long and two sparks will appear from the top line and run along the inner line in opposite direc-

tions to get you. Sparks cannot be killed, so some nifty dodging is required. Bonus points are awarded if you can achieve a big fill over 75%...and it's possible to get a 99.9% fill... as Boss creatures sometimes shrink in size! As later stages are reached, things get really tough with more smaller nasties on screen, faster creatures, Bosses who fire when you start creating lines, less or no pods, sparks appear sooner and so on. Volfield is a real fun game and require a lot of fast thinking, eye and hand reactions. Because of its simplicity, and increasing difficulty levels, it's very addictive and playable. On the graphics and sound department, it's above average, nothing special, but for this type of game, it's not really needed... rather like Tetris. As you can see, Volfield is a wonderful game and should not be missed. Unfortunately, it's one of those games that don't attract people to buy it. One look and most people will say 'it's a Qix rip off', but Qix and painter type game fans will love it... others should check this out. The main disappointment with the game is that, it doesn't have a ram back-up, or password, so requiring you to play from the start.

Graphics - 75%      Sound - 70%  
Lastability - 85%      Playability - 90%  
Overall - 85%

## SHINOBI

by Asmik / 3meg Hucard  
Reviewed by Onn Lee

Sega's Shinobi appeared in the arcades in 1987/88 ... and was quite a successful coin-op, although I have to admit, I wasn't a great fan of it. You plan the part of a Ninja master called Joe Musashi, and your mission is to rescue kidnapped children held captive by the evil Neo Zeed, and destroy everything that moves.

The game's a side view arcade adventure a bit like Rolling Thunder. You start the game on two floor and can jump/drop between the two. The game uses three buttons... one for attack (throwing shurikens, or kick or punch), one for jump, and the select button for Magic which you can use only once in each stage. Magic varies from multiple ninjas that dart around the screen, lighting or a whirl wind, but all in all, it acts as a smart bomb. As you move forward, enemy fighters come rushing towards you from karate punks, men with knives and guns, fat guardians with swords and shields to spidemen, and multi-colour ninjas that appear from nowhere. As you dispose of these minors, along the way, you'll come

across tied-up kids. To rescue them, just touch them. The game has four levels (coin-op had 5), with each level comprising of 3 or 4 stages. Reaching the last stage and you'll meet up with the Boss. Here, you have to hit them several times in a specific place while dodging the Boss' armaments. The first is a giant armour-clad warrior who breathes fireballs which fly around the room, and you have to hit him in the face a number of times.

One of the best part of the coin-op Shinobi was the bonus phases, where you get to take out in coming ninjas with your shurikens. Unfortunately, Asmik have decided not to put this part in the engine conversion... which is really disappointing considering, even the 8-bit Sega had it in.

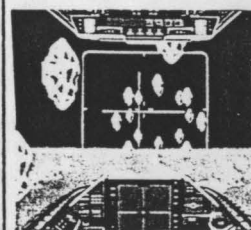
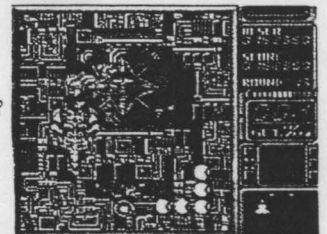
As you progress, the scenery changes and getting through the stages gets really difficult. There's a pipeline to run along, standing logs to jump across (a la 'Golden Child') and a temple packed to the teeth with ninjas.

Graphically, Shinobi is as good as the coin-op with the moving sprites but backdrop details are less detailed, but then again, the coin-op wasn't very spectacular. The famous Marilyn Monroe posters are ever present too. Sound wise, the game doesn't contain many tunes, but the ones that are present are very good, and the Sound FX aren't bad either. Shinobi, plays exceptionally well and is a little easier than the coin-p version, and scrolling is very good.

Overall, Shinobi is a fairly poor conversion when you consider it only has 4 out of the 5 levels, no bonus stages and no additional weapons like the gun. But, what's left of the game, it's very playable and quite addictive - but could have been a lot better.

Graphics - 70%      Sound - 70%  
V.F.M. - 65%      Playability - 75%  
Overall - 70%

VOLFIELD



BATTLE ACE



BE BALL



## Zoom!

by Discovery Software / 2meg Cart.  
Reviewed by Onn Lee

Zoom must be the first game produced outside Japan for the Megadrive, as Discovery Software is a company from the US, who have produced a number of games for the Amiga, including Zoom. The Amiga version appeared about a year ago, and was one of the best games released for it at that time with great graphics, sound and was very playable. What of the MD version?

If you haven't seen the game before, Zoom is a cross between Pacman and Amada (painter game), viewed in 3D. The game has several stages with each stage comprising of a set number of grids which you have to clear. On starting, the grid spins forward and sets in place, viewed in 3D... ermm... like watching snooker on the box! Then the background graphics merge in and the grid fills with a specific colour. You play the part of a 'cute' pacman like character in the Amiga version, but the Megadrive version has sprung big ears and a tail, looking more like a mouse. He materialises onto the grid, and must travel along the lines to fill in the squares. As he walks, he leaves a trail behind him, and painting round a square, will fill it in - where it will flash. Surround all the squares and it's onto the next grid.

Wouldn't life be simple if that was it?... but danger lurks as always..... what a bummer! Each grid is home to a set number of nasty creatures, and they don't want some 'orrid rodent on their patch. Your main problem is 'Rowdy Finders' - a green hand that follows you around the grid, and touching it will mean death. There's also the 'Spiler', a blue blob that wipes your trail, 'Spine-Spine' - Spikes that randomly appear and disappear... and others. However, 'Zoom' (as he doesn't have a name) has a secret weapon up his tail (?). On hitting button 'B', he can fire a ball(!) backwards knocking any creature back for six. Stabbing the 'A' or 'C' button and Zoom can also jump over creatures or across gaps.

Extra items appear randomly on the grid to aid you... although they don't stay for long. These include bananas that slows down the creatures, Hour-glasses - freezes all the creatures, a flower - makes you invincible (all above last for a few seconds), sweets for extra points, a feather which lets you go to the next grid, a mushroom - speeds you up, & a Star which randomly acts as any of above. Each grid must be completed in a set time - failing to do so, and more creatures will appear making things a bit difficult.

Zoom can be played by one or two players, with one or two pads. With two pads, you can also play together in

competition mode with two 'Zooms' on the screen (different colours), but also twice the enemies.

Graphically, Zoom is a par with the Amiga version, but with bigger sprites, although this is a disadvantage, as it's sometimes difficult to tell where exactly creatures, extra items etc. are. But the most annoying feature is it's choice of colours. When you start off, the grid is filled in one colour eg. Blue with perspective, so it's lighter in the front and darker at the back. When you surround a square, it flashes in blue! The trouble is, when you think you have filled in all the squares, but one is still not complete, it's very difficult to see which square is not filled in. It would have been better if the 'filled' squares were in a totally different colour like yellow or red. The Pause mode is rather dodgy too. If you pause the game, the grid and everything disappears leaving just the background picture. So when you come back, you don't know where you are. Unpausing, and it instantly continues, which could mean life or death. Sound FX are used quite well, and background tunes are jolly, but rather repetitive as you have to listen to the same tune for 6 grids until you change stages. There's also some random speech of 'Come on, boy!'.. which gets on your wit at times.

Overall, Zoom is very playable and addictive, although controlling 'Zoom' is a bit fiddly as he tends to go where you don't want him to go. However, if you own the Amiga version, I would certainly NOT recommend you buying the MD version as I don't rate the game as playable... especially as it don't contain the humorous intro sequence of Zoom on the stage. If you haven't got the the Amiga version, then I would say check this out... definitely try it before you buy it.

Graphics - 85% Sound - 75%  
V.F.M. - 80% Playability - 80%  
Overall - 80%

## Curse

by Micronet Co. Ltd.  
Reviewed by Onn Lee

Curse is the first game from Micronet co. Ltd. and is the first left to right horizontal only scrolling shoot'em up. No idea about the story line, but your objective is to penetrate 5 levels of alien infested worlds. On starting (you can first configure the game by pressing button A and Start) your ship appears in a jungle landscape with a forest in the background, waterfalls, tall trees, vines, etc... all extremely colourful and detailed with multi-layer scrolling. As soon as your ship appears, two rows of enemy

ships fly in on a collision course, so there's no time to hang around. Stab that fire button and me! metal. Your ship is equipped with a cannon and a plasma bomb. It also has an energy shield, so can sustain a few shots before you lose one of your multi-million yen ships.

The first batch of ships are no match against you, but as you fly along, things gets more difficult with swirling 'copters, robots that fire homing missiles, orange ships that throw out squillions of deadly rings and so on. So, would you know it - oh look... an innocent looking weapons pod floating towards me! Shoot the little blighter and an icon will be left behind. A 'S' will give you Speed-Up, 'E' will refill your energy shields, and an eye- looking icon will give you an 'option' or multiple as most people will know by. The 'option' is a sphere that sits above your ship and fires up. However, pressing the A button will spin the sphere clockwise to the front, underneath or behind. A maximum of two options are available to bolt onto your ship. A 'C' icon will give you Clash - which lets you fire crystals instead of normal shot. The crystal breaks up once it hits something and shards will burst out rather like the Explosion weapon in P47. Then there's 'W' which gives you wide beam (the best weapon) and 'V' - V-Laser. Collecting 'M' icons will give you additional homing missiles (max.3). With an assortment of weapons collected, things get a lot easier, but you must also be careful of other hazards like avoiding foreground scenery - tall trees, vines, tentacles on stage one to the mechanical maze of obstruction and lasers on stage 5.

Get to the end of the stage, and the scrolling stops and you'll meet up with the end of stage Boss(es). On stage one, you have to kill a colourful flapping Kingfisher which isn't too difficult to kill... Infact dead simple if you have all weaponry. Stage two is like the 2nd level of P47 as you fly up in the clouds, and this level is superfast.... but stage 4 is Megafast! Curse is a real hot shoot'em up, it has super graphics (although it's choice of colours make it difficult to see enemies and it's fire power at times), good use of sound, extremely fast with tons of things flying everywhere, and is extremely playable. Unfortunately, with only 5 stages, with each stage not terribly long, I found it quite easy... infact, I completed it the same day I got it. Overall, Curse is terrific, and worth checking out, but for ardent Luke Skywalkers, you might find it too easy.

Graphics - 85% Sound - 85%  
V.F.M. - 65% Playability - 85%  
Overall - 70%



**RED ALERT**

By Telenet Japan / CD-Rom

Bought from PC Engine Supplies - Reviewed by Onn Lee.

Red Alert is the latest all action adventure from the CD-Rom experts Telenet Japan, the people responsible for Valis II and Super Albatross. As you expect from Telenet, Alert has tons of simple, but effective animation sequences and loads of speech (Japanese) and great digital stereo sound tracks. As soon as you hit the run button, the disc starts whirling for a few seconds and the intro. story comes up.

November 1988, you and your soldiers are on patrol in the deepest jungle, when suddenly, a helicopter gunship rises from behind a hill. Your men run for cover, but the gunship isn't taking hostages and opens fire on your troops. The run, but can not escape from the iron bird's piercing bullets. You hold your ground, lift up your rifle and aim, but too late, you are hit..... but lives!

Then, pics of the enemies are presented, who are joined together as an evil force determined to take over the world. After this, the Start screen is presented with a fantastic tune playing. Hit run, and you are then given an option to start a new game or continue from a previous game. On starting, more story screens are presented and you are then shown your first mission.

Mission one is split into 3 stages. Stage 1 puts you on the edge of the enemy airbase. The game is viewed like Bloody Wolf/Rambo 3... with your man armed only with a pistol! As you move forward, the enemy quickly come in to attack you. Stabbing the fire button and you take them out easily. A nice touch is that, Holding down the fire button will let you fire in the last position, you can fire one way, while moving in another. Shooting certain enemy soldiers and additional weapons are left. These include grenades, flame thrower, homing missiles, throwing stars, and 'multi-pods'. First Aid kits are also available, as you only have one man with a set amount of energy. Each additional weapon is activated by button I and can be used in conjunction with the main weapon. To select which you want to use, the run button pulls up the weapon select strip, like in SideArms. This also lets you select your main weapon when you get them. This includes a machine gun & rocket launcher. You start along a winding dug-out with only soldiers to worry about carrying rifles. Once you reach the gates of the airbase, the action stops for a few verbal words from the

big guardian armed with a machine gun and holding a hostage. Forget the hostage, dodge the baddie's bullets and deck the sucker, then it's into the base/ Stage 2 requires you to blow up the air base by setting timed charges at certain locations. These are marked by red flashing crosses, and all you need to do is run over them to lay a bomb. A set number of charges must be laid, so a good sense of direction is needed. Here, the enemy are more numerous and throw grenades too, but you should now be equipped with a machine gun. Once you have laid all the charges, an 'ESCAPE' message appears - so you have to leg it, where you'll confront the armoured tank blocking your escape route. Avoid the missiles and bullets, and shoot the gunner to get by. Stage 3, and you are now on the runway and a fighter plane is about to take off. You have to run and catch it - but the enemy won't let you off that easily and send out fully armed motorbike sidecars and jeeps, as well as foot soldiers to stop you. Reach the plane in time, and you can slip away!

After this, more graphical intro. appears leading to your next mission which includes rescuing hostages from a crashed airliner in the south pole, breaking in a secret base and breaking out P.O.W.s and destroying a ship crammed with arms.

Red Alert is highly playable and very addictive. Graphics are extremely detailed and animation is real smooth. You won't see a flicker on this game. Sound is fantastic. The tunes are amazing, very bopping and fit nicely with the pace of the game. Sound effects are generally good, but more 'destructive' sounds would have been more at home, although when you press Run for the weapon select, there's a brilliant sound of cocking of a gun... sounds really realistic. Difficulty is also set just right, starting easy, and getting almost impossible.

If you own a CD-Rom, you can't go wrong buying Red Alert. The only fault (apart from the slight wait between levels for loading) is it's spoilt by a continue option that doesn't reset the score. Overall, Alert is wonderful - Bloody Wolf and that type of game fans will love it. Movie fans will also love the intermission story animations... real smart.. if only I knew Japanese!

Graphics - 95%  
Playability - 90%

Sound - 96%  
Value for Money - 85%

Overall - 93%



# SUPERVISION ELECTRONICS

**Nintendo**

 ENTERTAINMENT  
SYSTEM

**SEGA**  
MEGA DRIVE

**PC Engine**
**SUPER  
GRAFX**

PC Engine Super Grafx Scart.....	£270
PC Engine Super Grafx PAL .....	£330
Sega Megadrive PAL (Incl 1 game).....	£195
Sega Megadrive Scart (Incl 1 game) .....	£185
PC Engine PAL (Incl 2 games) .....	£159
PC Engine Scart (Incl 2 games) .....	£149
CD ROM Unit (Incl 2 games) .....	£350

**Sega Megadrive  
Games**

 Altered Beast  
Super Thunderbirds  
Space Harrier II  
Super League  
Baseball  
Thunderforce II  
World Cup Soccer

 Super Hang On  
Rambo III  
Forgotten Worlds  
Super Shinobi  
Atomic Robo Kid  
Tatsujin  
New Zealand Story  
Golden Axe  
Sokoban

 Send a large SAE for more details.  
Telephone orders are welcome.

 Cheques or Postal Orders should  
be

 made payable to  
"SUPERVISION ELECTRONIC"

**PC Engine  
Games**

 PC Kid  
Volfied  
Shinobi  
Knight Rider  
F-1 Triple Battle  
Mr. Heli  
Heavy Unit  
Gun Hed

13, MANSFIELD ROAD, NOTTINGHAM NG1 3FB Tel: 0602 475151 Fax: 0602 475353

VISA

## KNIGHT RIDER SPECIAL

### 'Summary'

'Reviewed' by Onn Lee

No proper review of this game because I had typed it in, only the Amiga decided to crash, losing the complete review, AND I'm not typing it in again, so I'll do a quick roundup of the game instead.

Knight Rider Special is based on the 'famous' TV series of the red eyed mega-car. The game itself is a Chase HQ rip-off, and plays nearly the same. You must catch a criminal car within a set time, just like HQ but equipped with a machine gun, but unfortunately, the game's 3D animation effects are below par... very jerky, and doesn't have that fast moving pace. Get to the end, and screen flips to a desert where the criminal car races ahead firing at you. Try to smash in the blighter in the time limit allowed, and you'll go to the next stage, but get an extra equipment bolted onto your car like tilting over to drive on two wheel. As you progress things get harder with rocks on the road, planes flying over dropping bombs, etc.. Graphics and sound are average.. although the Knight Rider theme isn't too bad, but with poor animation it lets the whole game down. I don't recommend this game - instead, wait for the original Chase HQ from Taito. K.R.S. is only for gamers desperate for a 3D car racing game.

## D.I.Y. STEREO ENGINE

Right... this is definitely NOT for the faint-hearted... but for the budding maniacs who's prepared to fiddle about inside the Engine! Firstly, I have to say that, I have not tried this out, so it may not work... however, I don't see why not. Therefore, I'd advise you to test the product first before you solder anything!! This is how to get Stereo on your engine.

Firstly, people with Scart Engines should have no problems, as opening up your engine, you will find that the scart lead already is wired up to the pins that are for stereo sound.

Right... first thing's first. Open up your engine. You will need a pair of very small pliers/pinchers... or whatever to get the screws out... unless ofcourse you happen to have a proper screw-driver!! Take the bottom plastic casing off, and you'll see a metal plate, with a piece of thin metallic plastic on it. This is soldered together by a couple of spots on the edge of the rectangular slot. Desolder this, and remove to reveal the back of the PCB. At the back end, you will notice the '69-pin bus connections. These are the ones you are interested in. Look at the picture (Diagram A) and you'll see three wires connected. The fourth wire on the far left is for video out,

so you can ignore this as video-out will only give black and white output picture. If you want it, you can have it. Anyway.... From right to left. The Lightest is the Left Stereo, next to it (middle of three) is Right Stereo (or other way around?), and darker one is the Ground. It might be a good idea to try connecting your engine up and making sure it still works. Then switch on your amp. and try tapping wires to the connection to see if it works! If so, then you can switch off everything, and solder some wires in place. The best thing to do is to drill a couple of holes on the side of the top cover (eg. right side) where there's some room, and insert/ screw in a couple of RCA sockets. Connect stereo right and left into sockets, and Ground onto both. Up to you.

Then you will have to put everything back together again. You do remember don't you? Don't forget to re-solder that plate!

Well, there you have it. I hope it works. I can't be responsible if it doesn't, or should it (or you) damage your engine. You do so on your own risk! Please let me know if you do attempt it and if it works!

Next issue, I'll give you the run down on what's inside the engine in terms of the chips, with comparisons to the SG. Also, what can be expected from the forth coming Nintendo Super Famicom.

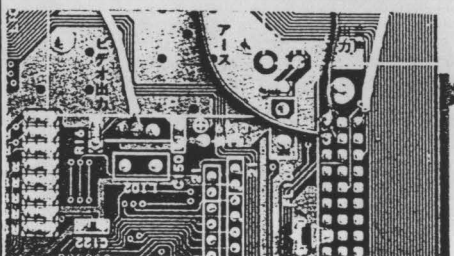
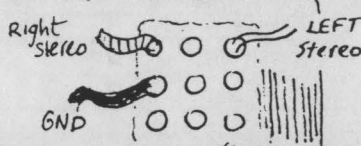


Diagram A

## SIDE ARMS SPECIAL

By NEC Avenue / CD-Rom / Engine  
 Reviewed by Justin Saunders

### "It's CD Time Again Folks!"

Wow! What can I say - at last NEC Avenue have sorted out their CD load system, super dooper fast loading routines, mega music, fast action, no long waits and pauses with this game. Just pop the CD into the player, press Run, wait two seconds and you are presented with an option screen choosing between Side Arms Standard or Side Arms Before Christ.

Select the version that you require and up it loads. Side Arms standard you will all recognise as the

arcade machine or card version. The only difference on the CD version being the wicked music played in the background the CD. All the original tunes are there, but they are played on an awesome sounding synth, so you can really start tapping your toes to the beat.

It loads the levels in one go, and then the pause is for a split second when it loads in the end of level nasty and changes the track being played through the speakers. Once the Boss is destroyed, it loads in the next level very quickly, so I can say, if you have not bought the card, buy this vrsion and enjoy a lot more sound than what you get on card.

Now on to the Before Christ version. This version is for the more advanced player (you're not kidding!..ed.) of Side Arms as the difficulty level has been turned up and if you die you have to start from the beginning of that level making it quite frustrating.

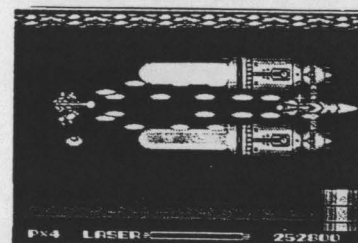
But the actual layout of this version is quite a bit different to the standard version. The aliens that attack you are larger sprites than before and the landscape is slightly different, but the best thing about this version is the end of level nasties which have been souped up a lot from their standard Side Arms' buddies. You get space ships which chuck great big fire beams at you that are deadly on contact, a ship that fires rainbow lasers at you which fills about a third of the screen, and a ship which throws out tons of missiles, much harder than the nasties on the standard version.

The power ups that you can collect in this version are obtained differently too. Whn a power-up appears, you don't have to shoot it, it changes to the different symbols automatically.

As a CD game, I must recommend Side Arms Special to anybody who is lucky to own a CD-Rom player. Lets hope they use the same loading system on Super Darius, then we will be in for a superb shoot'em up

Graphics - 93%  
 Sound - 96%  
 V.F.M. - 90% (Two for the price of one)  
 Playability - 90%

Overall - 95%



Side Arms BC: Confronting one of the end of level nasties. Good Power-ups, but nasties' are bigger and more powerful !!! Time for some nifty dodging!



## OPEN FORUM

Go a problem, want to air your view, stuck on a game, want a pen-pal....? Whatever... write in to the usual address.

### GOOLIE PROBLEM

I recently bought a copy of Ghouls 'n' Ghosts for the Sega Megadrive from PC Engine Supplies. I can get to the last level with the hugh fly as the end of level guardian. After I have killed it, a picture of the evil prince Lucifer appears with some Japanese writing by the side. After this there is a picture of the princess then suddenly it goes back to level one. Is this suppose to happen? I have gone through the whole game three times without any sign of the prince. Have you got a solution to this. And some times the characters turn purple and some of thier bodies disappear. This cannot be the Megadrive's fault as I had it last Christmas.

*Lee Chalmers, Worcs.*

This stumped me too when I got it. But I did figure it out. First, you must complete the game.... where you will go back to the start - this is normal. If you complete it again, you will go back to middle of stage 5, complete it... back to mid. stage 5... and so on. However, on the second time around, you will notice that, hitting certain chests will reveal a fairy who will give you a powerful fireball. This fireball is rather naff, as it does travel far, so keep the knives (I hope you use this all the way through!) and don't collect the fireball until stage 5. You need the fireball to kill the Hugh fly at the end... only a few shots are needed to kill it. If you manage to do so, you'll then enter Giant Demon's (Lucifer?) throne. Here, he sits, and you have to get him in the teeth a number of times while he shoots lasers from his finger tips and mouth... real tough! A tip to kill him is to try to get onto his knee!! Once destroys, a white bird will.... well... I'll let you find out for yourself... I don't want to spoil it for you. But I will say, there's a great piece of music at the end.

As for the characters turning purple - I'm not surprised really, as the game is full of bugs anyway... this is the same on all copies. I've heard of the game crashing, locking up, falling down traps to reappear at the start of the stage, etc... If however, other games go purple (not just the characters but the whole screen), and you have a scart MD, then it could be one of the scart wires have come loose.... the Green signal, so only Red and Blue are inputted.

### ROBOT/ROBO COP?

Firstly, you mag is the best mag. for the PC Engine reviews and news, but why was there no compo in issue eight (December).

Secondly I have some questions to ask you.

i) Have you heard of a game called Robot Cop and if so, have you got a release date?

ii) Is there any plans for an engine version of Turbo Outrun / Double Dragon or Robocop? Is there a release date for Power drift?  
*Kenneth Beard, S.O.T.*

To put it plainly, there wasn't a compo in issue 8, 'cos I was skint. The prizes, I buy with the money we make on the 'zine which isn't that much, or donated by PC Engine Supplies etc. Maybe you can donated a game for the next comp.? Anyway, this issue, we have a few prizes donated by P.E.S., so get writing in.

i) NO.. never heard of Robot Cop!

ii) NO.. there are no plans to convert any of those games to the engine as far as I know. As for powerdrift, there still isn't a release date for this awesome game.

### GAME VIDEO?

Have you thought of producing a PC Engine / Megadrive Demo video, you could charge people to get a tape (sent in by them) recorded on with games being demo'ed on it. All you do is plug the output lead into the ariel socket on the VCR and tune in to the console and record!

By the way, Mega Drive Soccer is fantastic and you can pass - back or side ways, high or low - the PC Engine would never be able to produce a game of this speed or sound or graphics or music - it's GREAT.

*Nathan Wilkins, Wiltshire.*

We have considered making a video a few months ago, but unfortunately, there doesn't seem to be any way to connect the Engine to the video recorder. Through RF output - you can't get a good enough picture, through Video-Out - you only get a Black and white picture, and scart doesn't work! We could make a MD only one, but this won't be very good would it?

As for MD Soccer, you might have to eat your words once Human releases their soccer game 'Formation Soccer' for the engine. It has better graphics for one - including different expressions on the player's faces, more options, pass all over the place, and up to 4 players (two on each side) at once.... you can't get that on the Megadrive !!

### KILLER PRICES

Buying games for a PC Engine or Sega MegaDrive is an expensive buisness. As these are minority machines, software is confined to limited mail order outlets and shops. Therefore these small stockists could make a killing. Could you please tell me how much games cost to buy in Japan.

Amazingly, when I went to Hamleys recently, they were selling

R-Type I for £39.95 (an unbelievable price).

When you complete GunHed and leave it to display the staff, eventually Select A/B flashes in the bottom right hand corner. Could you please tell me how I can use this (eg. could it lead to another cheat?).

*William Azzoug, Lincs.*

Fistly, GunHed. It flashes Select A/B, to give you a hint about the different level options as mentioned in issue 4. eg. Hold Select and press fire buttons I, II, I, II.. (60 times or more).

Japanese pricing. Engine games vary in pricing depending on memory. A 2meg game like R-Type or Pacland will cost around £25, 3meg Cards like Break-In and Shinobi cost around £27, and 4meg Cards like Space Harrier & Bloody Wolf cost around £30. CD-Rom games are about £25.

MegaDrive games are quite similar with 2meg games like Alex Kid costing around £25, 4meg games like Baseball and Space Harrier II at around £26 to £30 (most games are on 4meg), while 6meg games (currently only RPG) at around £40.

The Standard Engine cost just over £100 while the MegaDrive, just under £100.

Incidentally, Tai says (who has been to Japan), you can also pick up games from 'junk' shops at a fraction of the cost... as cheaply as £7 a game, depending on how old they are.

Currently, there's approx. 211 yens to the pound.... last year, it was about 220 yens. Oh yeah.... Zoom! and Sokoban for the Megadrive are both 2meg games. In japan they sell for 5, 500 Yen & 5, 200 Yen respectively.... so I'll let you figure out how much they would cost, and let you compare the price of both games when they are available here!

### SCADLINE

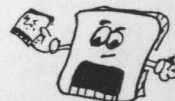
I have PC Engine games 'Rock On' and 'Chan and Chan'. I would like to swap both together for any Megadrive game, or sell the pair at the knock-down price of £25.00. Write to:

Angus Smith,  
Blairmore,  
Broadford,  
Isle of Skye,  
Scotland.  
IV49 9AQ

or Tel:(04712) 208 (After 4.30pm)

Swap PC Engine jostick XE-1ST for one Turbo fire joystick and a game. Also swap Mr.Heli or Shinobi (Engine) for either USA Basketball, SideArms, or Megadrive Altered Beast, Ghouls 'n' Ghosts, Kujaku II, Tatsujin, Last Battle or Curse. Any offers considered. Tel: (0225) 31195 (evenings) or write to:

Jamie Morse  
4 Lambridge Place  
Larkhall  
Bath.  
BA1 6RU





223 B WATERLOO ROAD, COBRIDGE,  
STOKE-ON-TRENT, STAFFS, ST6 2HS. ENGLAND.

TEL: 0782 213993

FAX: 0782 577013

ADVERTS / MISC.  
PC ENGINE FANATICS - ISSUE 8

PC Engine PAL TV Version & 2 Free game \*.. £190.00 inc. p+p  
PC Engine SCART Version & 2 Free game \*.. £180.00 inc. p+p  
\*(Choose either Drunken Master, Monsterpath, Chan+Chan or Wonderboy)  
XE ST Joystick For PC Engine..... £34.00 inc. p+p  
XE PC Joystick For Sega MegaDrive ..... £34.00 inc. p+p  
SEGA MegaDrive & Free game (Scart) ..... £190.00 inc. p+p  
SEGA MegaDrive PAL TV & Free game ..... £200.00 inc. p+p  
5 Player Joystick Adaptor ..... £21.00  
Autofire Joypad ..... £16.00  
**Limited Availability: PC Engine II SG - Scart + PSU - £275**  
SG Battle Ace - £34 Soon Ghouls 'n' Ghosts / Strider - £40

Add £1.00 P+P for each game title ordered.  
Make all cheques/postal orders to P.E.S.

**Gameboy Special Pack.** includes  
Gameboy, Tetris game, headphones  
and datalink..... £129.00

(Call For Gameboy Software)

### PC ENGINE SOFTWARE

(Older games Still available ..call or see last ad.)

MotoRoader	£27.00
World Court Tennis	£27.00
Fantasy Zone	£27.00
Legendary Axe	£27.00
Alien Crush	£27.00
F1 Dream	£30.00
Son Son II	£28.00
Shinobi	£34.00
PC Kid	£34.00
Enduro Bike (Taito's)	£34.00

### SALE PRICES !!!!!

Tatsunoko Fighter	£24.00
Wonder Momo	£20.00
Moto Roader	£20.00
Doraman	£27.00

Deep Blue	£29.00
Tiger Heli	£34.00
Dungeon Explorer	£34.00
P*47	£34.00
Naxat Open	£34.00
Pacland	£34.00
Winning Shot	£34.00
Ordyne	£34.00
Cybercross	£34.00
GunHed	£34.00
Ninja Warriors	£34.00
Side Arms	£34.00
Fire Pro. Wrestling	£34.00
Break In Billiards	£34.00
Bloody Wolf	£34.00
E.S.P. (Energy)	£34.00
Digital Champ	£34.00
Mr. Heli	£34.00
USA Basketball	£34.00
Bull Fight	£34.00
Heavy Unit	£34.00
Side Arms (CD)	£34.00

Ring for latest titles: Coming Soon:  
Chase HQ, Atomic Robo Kid, Volfield,  
Red Alert (CD), F1 Triple Battle etc...

Altered Beast (CD)	£34.00
Valis 2 (CD)	£34.00
Wonderboy III (CD)	£34.00
Rainbow Island (CD)	£34.00
Super Darius (CD)	£34.00

### SEGA MEGADRIE SOFTWARE

Altered Beast	£34.00
Super Thunderblade	£34.00
Space Harrier II	£34.00
Alex Kidd	£25.00
ThunderForce II	£34.00
Baseball	£32.00
Golf	£32.00
World Cup Soccer	£34.00
Ghouls and Ghosts	£41.00
Super Hang On	£34.00
Rambo III	£34.00
Last Battle	£34.00
Forgotten Worlds	£36.00
Queen of Peacocks	£36.00
Super Shinobi	£38.00
Golden Axe (Limited Avail.)	£41.00
Curse	£40.00
Herzog Zwei (Heavy Unit)	£36.00
Sokoban	£36.00

### RING FOR LATEST TITLES

### SwapLine

PC Engine: GunHed, SideArms, Ninja  
Warriors, Dragon Spirit, Monster Path,  
MotoRoader, USA Basketball, P-47.  
MegaDrive: Rambo III, Alex Kidd.

Write to:

Michael D. Glover,  
37 Oldham Road,  
Grosscroft,  
Near Oldham,  
Lancs. OL4 4JD.

Wanted Urgently PC Engine Games -  
Cash waiting - Contact: Alan,  
65 Lime Grove,  
Doddington,  
Essex, CM15 0QX.  
Tel: (0277) 822793.

I would like to swap : Dragon Spirit,  
Dungeon Explorer,Ordyne, R-Type,  
Vigilante. Wanted: Final Lap Twin, Side  
Arms, Tiger Heli, Legendary Axe, and  
Cyber Cross. Any other offers con-  
sidered or sell for £16.00 each.

Rowan Held,  
12 Burstock Road,  
Putney,  
London. SW15 2PW.  
Tel:01-789-8585 before 9pm.



Swap R-Type I, Dungeon Explorer  
and MotoRoader. Tel: 051- 931-4673  
and ask for Keith Billington.

Is anyone interested in swapping a  
16-bit Sega Megadrive for my PC  
Engine with some games (Both Pal).

Write to :

William Azzoug,  
95 Hawthorn Bank,  
Spalding,  
Lincs.  
PE11 1JQ. or  
Tel: 0775- 723031.

Swap or sell, Fantasy Zone, Dungeon  
Explorer, Vigilante, Galaga '88.  
Games wanted are : Final Lap Twin,  
Bloody Wolf, Legendary Axe, Etc.  
Any considered. Offers to :  
Rich,  
48 Currents Lane,  
Harwich,  
Essex.  
CO12 3DE.

IF YOU ARE FED UP OR COMPLETED THAT  
CERTAIN GAME? THEN SWAP IT, SELL IT, OR  
WHATEVER IN C.M.'S SWAP- LINE... TOTALLY  
FREE! WRITE TO USUAL ADDRESS: ONN LEE,  
125 ARNOLD ROAD, BESTWOOD ESTATE,  
NOTTINGHAM. NG5 5HR. ALSO STATE IF YOU  
WANT THE AD. IN THE NEXT OR FUTURE ISSUES

### The Alternative Column...?

This is the silly column. Well... just happen  
to have a bit of space left, so if you have  
anything to say.. connected to console or  
NOT, then write in.  
Here's a few terrible light-bulb 'jokes (?)',  
I've put together. Ok... let's see if you can  
do better!

How many console users are needed to  
change a light-bulb?  
None. They all play in the dark!

How many Atari Lynx users are needed to  
change a light-bulb?  
None again. They've been cut-off!

How many Nintendo Gameboy users are  
needed to change a light-bulb?  
All of them, as they can't play in the dark!

How many Atari 2600 users are needed to  
change a light-bulb?  
Again, None. They're still using gas-lamps!

How many 'Future' Konix systems users will  
it take to change a light-bulb?  
6. One to change the bulb, 5 to get him out  
of the chair!

How many 3D-glasses games players are  
needed to change a light-bulb?  
3. One to change the bulb, 2 to guide him/  
her to it!



## FORGOTTEN WORLDS (MegaDrive)

Push button 'B' 3 times for Mega-Crush. It gives some damage (strong enough to destroy weak enemies) to all enemies within the screen but consumes some energy.

## BARIBARI DENSETSU (Taito's Bike Race - Engine)

Hold down LEFT at the title screen and push I, II, I, II, II, I in that order and push RUN to start. The character becomes a beautiful woman with a swimsuit.

Set the parts MISSION-HI GEARD and ENGINE-PEEKEE. When the machine stops for some reasons like obstacles, hold down I & II, set the gear to 6th and release I. You'll restart at 355km/h. However, you'll have to drop the gear to around 4th or your engine will blow and send you flying!

Hold down RIGHT-UP, I and SELECT, and turn the power on. Wait until the "TAITO" disappears. You will get a blank black screen with moving lights..... looking like Midnight Landing. Real wierd!

## MR. HELI (Engine)

At mode-select screen on the title, enter I, II, II, I, SELECT to change CREDIT (continue). You can have up to 99 credits.

Or, II, I, I, II, SELECT for SOUND SELECT.

After the ending, you can play a harder game.

## USA PROFESSIONAL BASKETBALL (Engine)

At game select screen, hold down I and II then push RUN. You enter a test mode where you can do a lot of cheats.

## CD ROM (Engine)

Enter SOUND SELECT MODE in MONSTER LAIR. Take out the CD and put a CD of ALTERED BEAST instead. Now the MODE works for ALTERED BEAST.

## DIGITAL CHAMP (Engine)

Below are ways to do different punches:

Hit the enemy with FULL-POWER PUNCH. Now the punch meter should flicker when you hold down I or II to store the punch-power. Under this condition, hold DOWN and release I/II then push I/II again. This is the DYNAMITE UPPER!!

Do as you did in the case of Dynamite Upper. Hold down RIGHT-DOWN or LEFT-DOWN and release I/II then push them again. This time it's THUNDER BLOW!!

Do the same, but hold down UP instead for SCREW PUNCH!!

## HEAVY UNIT (Engine)

Shoot the bottom of the Space00gre in Stage 1 (Yellow horn & big teeth) and orange blobs that throw out red balls on stage 3 for 1up.

If you find the Blue-Walls Zone a bit difficult, where rows of blue discs try to block you out..... when the walls starts to appear, hold down Right-Up until you get near the ceiling. Stay there, and you won't be surrounded.

## BLOODY WOLF (Engine)

Start game 2 or 3. Get killed in front of the President. When you revived by continuing, run toward bottom. You don't have to kill BOSS to see the ending.

Destroy the rolling wood in stage 3 for 100, 000 points!

## SUPER SHINOBI (MegaDrive)

S.S. is quite a difficult game a first, so wouldn't it be nice to have more lives. In each level, hitting certain parts of the scenery will reveal extra life icons - however. instead of 1up up actually get 2ups! So, you can collect one in a level (getting 2 extra lives), then kill yourself (to lose 1 life) to return to the beginning of that level again, where you can repeat the process, thus gaining an extra life each time!!

Two of the places you can do this are:

Stage 8 (Level 3, Stage 2) in the aeroplane. From start, go up the lift, walk along until there's a second lift. On going down it, shoot the platform on the right and a icon will appear. Collect for 2up, and kill yourself by standing infront of door above.

Stage 11 (Level 4, Stage 2) in the factory. You start on the ledge with a gap which you have to jump and somersault over to get to the conveyorbelt. When you somersault, fire a round of blades. If you get it right, a 2up will appear at the edge of the conveyor... most likely unable to get unless you kill yourself in the process.

Aswell as 1ups, there are also icons with the 'Shinobi' symbol hidden away. One can be found on the Train Stage (Stage 17) right at the end, underneath the 'EXIT' arrow sign! And another on stage 13 with the tall building with lasers. This is found at the start, top left of the screen.

## SHINOBI (Engine)

When the label is flying around his head, wait till it lands on his head - hold down SELECT and press both buttons I and II for Music Test Mode.

from Jamie Morse.

Thanks Jamie for that one. Also, when Misson 1 is printing, hold down SELECT. When it completes, the screen will go blank. Now rapidly hit the fire buttons (better to use auto-fire) and for a set period, release and hit Run. You should now start at a later stage. Unfortunately I don't know how exactly you can get the stage you want.

## GHOULS 'N' GHOSTS (GENESIS)

This way only work on my version, as it may have a bug, but it is very helpful. If the title screen appears with the words "GHOSTS 'N' GHOSTS" in English, start a game, (after making alterations, if you wish), and as the map scrolls by, keep the START button pressed, and you will appear at the end of the level (up to level 5) !!!

Angus Smith, Isle of Skye (Do you wear trousers? ..Ed)

I must apologise for this late issue... again. The post office had let us down yet again by damaging our magazines from japan so I didn't get them till fairly late. I've also been waiting for a few reviews from a certain person who shall remain nameless.... so the few MegaDrive reviews and Atari Lynx review will appear in the next issue.. you can guess who, can't you! I hopw to release next one within Feb. !!

## The Mega Scores Charts

If you have beaten any of the scores on the list below then send them in .... also any tips you have!

### Alien Crush :

79,090,400 - Onn Lee  
51,971,900 - Keith Billington  
42,196,550 - Darren Pottage

### Bloody Wolf :

1,553,700 - Tim Humphreys  
986,320 - Rowan Held  
766,400 - Gavin De Bank

### Chan & Chan :

1,519,500 - William Wong  
939,400 - Darren Pottage  
862,060 - Tony Bunn (C)

### Deep Blue :

67,950 - David Blundell

### Doraemon :

2,536,900 - Wolfman (C)

### Dragon Spirit :

708,360 - N.James Cain (C)  
708,360 - Bryn Difyr  
614,730 - Ian Beauchamp

### Fighting Street :

281,000 - Darren Pottage (C)

### Galaga '88 :

1,411,950 - William Azzoug  
1,217,330 - Mark Carter (C)  
1,207,990 - David Charles (C)

### GunHed :

#### Normal Dog :

13,248,580 - William Azzoug (C)  
12,966,390 - Justin Saunders (C)  
10,341,510 - Onn Lee (C)

#### Hard Human :

1,695,330 - Onn Lee

#### Super Mania :

470,670 - Onn Lee

#### God of Game :

381,550 - Onn Lee

#### Heavy Unit :

294,400 - Onn Lee

#### Legendary Axe :

574,250 - David Blundell  
185,350 - Mark Carter

#### Mr. Heli :

161,630 - Jamie Morse (C)

#### Mr. Shubibin Man :

140,330 - Darren Pottage (C)

#### Ninja Warriors :

379,990 - Bryn Difyr  
228,950 - Gavin De Bank  
193,800 - Geoff Ousbey

#### Neutopia :

7 gems - Mike Ruxton

#### Ordyné :

263,010 - Onn Lee

#### P\*47 :

800,900 - Darren Pottage  
790,500 - Onn Lee

#### Pac-land :

231,985 - Keith Billington  
92,290 - Onn Lee  
83,950 - Darren Pottage

#### PC Kid :

154,020 - Justin Saunders (C)  
92,600 - Onn Lee

#### R-Type I + II :

973,300 - Onn Lee (C)  
659,100 - Anthony Cross

#### Shinobi

117,450 - Jamie Morse

#### Side Arms :

1,242,100 - William Wong (C)  
913,800 - William Azzoug (C)  
884,200 - Onn Lee

#### Space Harrier :

29,160,280 - N. James Cain (C)  
29,108,480 - Bryn Difyr  
27,472,970 - Darren Pottage (C)

#### Son Son II :

865,110 - Tony Burn (C)  
500,550 - Onn Lee  
317,800 - Rowan Held

#### The Kung Fu :

764,529 - Anthony Cross (C)  
450,000 - David Cheung (C)

#### Ultimate Tiger :

1,746,600 - Bryn Difyr  
1,678,330 - W. Greer  
1,052,900 - N. James Cain

#### Valis II :

593,800 - Darren Pottage (C)

#### Victory Run :

18mins 31secs - Darren Pottage (C)  
19mins 27secs - Steven Robins. (C)

#### Vigilante :

20,340 - Tim Humphreys  
18,460 - David Charles (C)  
15,220 - Darren Pottage (C)

#### Volfield :

286,050 - Onn Lee

#### Watura :

Level 7 - Goran Lukic  
Level 5 - Darren Pottage

#### Wonderboy II :

569,160 - William Wong  
509,250 - Zaqr Shaikh (C)  
306,000 - Gary Hall (C)

#### Wonderboy III :

396,700 - Onn Lee

## Mega Drive

#### Altered Beast :

642,100 - Mark Carter (C)  
227,500 - Jim Clark

#### Curse :

6,277,900 - Onn Lee  
4,761,900 - Darren Pottage

#### Forgotten Worlds :

649,650 - W.Greer (C)

#### Ghouls 'n' Ghosts :

128,000 - Onn Lee (C) (stage 2, 2nd time)

#### Last Battle :

Level Four - Darren Pottage

#### Rambo III :

60,020 - W.Greer (C)

#### Space Harrier II :

26,624,580 - Darren Pottage (C)  
23,859,400 - Onn Lee (C)

#### Super Hang On :

51,689,340 - Darren Pottage (C) JUN  
29,273,800 - Darren Pottage (C) SEN  
16,219,920 - Mark Carter - BEG  
12,600,760 - Darren Pottage (C) BEG

#### Super Shinobi :

185,900 - Darren Pottage

#### Super Thunderblade :

11,088,470 - Darren Pottage (C)

#### Thunderforce II :

1,159,030 - Darren Pottage (C)

## COMPO TIME!

This month's compo, we're giving two chances for you to win a prize, both games donated by PC Engine Supplies of S-O-T. The games are both 'Tatsunoko Fighter' for the engine.

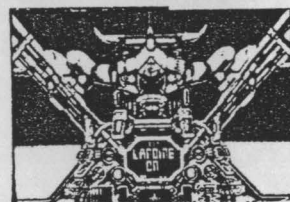
To win a copy, all you have to do is answer a few questions.

1. The simple maze and crates game that's to be released on both Engine and Megadrive, and is already available on the Gameboy.
2. Irem's aircraft who has no christian name, but surname is?
3. The number of the last issue of 'PC Engine Fanatics'.
4. The creature you control in System V's 'Special Rabio Lepus'.
5. This appears three times in UPL's Atomic Robo Kid, twice in Avenue's Down Load, but only once in Taito's The New Zealand Story.

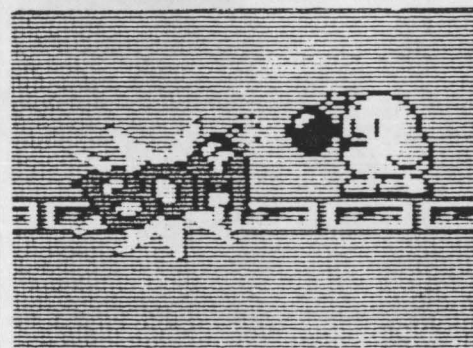
You should now have 5 answers! Now take the first letter from each answer, rearrange them and you should come up with a word connected to the year 1990! Hint: Easy if you watched Blue Peter - the day the new presenter was revealed!

Got it? Then send your final word (answer) to us at the usual address, and if you're lucky, you can win a copy of T.F. Good Luck... and may your joystick stay in your grip!

In Issue 7, we held a compo to win a Joystick for the engine. The winner of that compo was D.Young from London. Lucky devil.... looks like I'll have to package it all up and send it to you now. Can I have one more go?



AIR DIVER  
MEGA-DRIVE



Close up of Engine New Zealand Story. Kiwi with Bombs

## The Japanese Charts

As this is the first issue of the year, I thought, instead of the usual Japanese engine top ten, I'll give you the top selling game for the 3 currently most successful machines in Japan. On the Famicom, Dragon Quest IV was a good contender for the top, but the game that reached the top was a game called 'MOTHER' !!! On the Megadrive - well, you can guess can't you? Yes, it's Sega's conversion of Capcom's Ghouls 'n' Ghosts. As for the engine, Hudson's brilliant 5-player Dungeon Explorer stole the show.